

IN THE CLAIMS

Please amend the claims as follows:

1-32. (Canceled).

33. (Currently Amended) A media source, comprising:

a global clock determination unit configured to determine, once within a session, a global wallclock time having a first statistical variation;

a sample clock determination unit configured to determine a sample clock time;

a communications unit configured to send out, only once within the session, a control packet to one or more receiving media sinks, said control packet including two control packet timestamps, one of the control packet timestamps defining a moment in time in time units of said global wallclock time, another of the control packet timestamps defining the moment in time in time units of said sample clock time;

a sending unit configured to send out time-stamped media data packets to the one or more receiving media sinks, ~~[[one]]~~ each of the time-stamped media data packets including a timestamp that is a time of creation of the ~~one of the time-stamped media data packets~~ packet;

a determining unit configured to determine a play-out time offset based, in part, on the first statistical variation; and

a transmission unit configured to send out the play-out time offset to said one or more receiving media sinks once for all time-stamped media data packets of ~~[[a]]~~ the session.

34. (Canceled).

35. (Currently Amended) The media source according to claim ~~[[34]]~~ 33, wherein the sending unit is configured to send out the time-stamped media data packets, wherein each

~~such that said~~ timestamp is the time of the creation of the ~~one of the~~ respective time-stamped media data ~~packets~~ packet in the time units of said sample clock time.

36. (Previously Presented) The media source according to claim 33, wherein said sending unit is configured to send out the same time-stamped media data packets to two or more different receiving media sinks.

37. (Currently Amended) A media sink, comprising:

a receiving unit configured to receive a control packet, time-stamped media data packets, and a play-out time offset from a media source, the control packet including two control packet timestamps, one of the control packet timestamps defining a moment in time in time units of a global wallclock time, another of the control packet timestamps defining the moment in time in time units of said sample clock time, the global wallclock time having a statistical variation, the play-out time offset being received once for all time-stamped media data packets of a session;

a determining unit configured to determine ~~[[a]]~~ the global wallclock time;

an addition unit configured to determine a common play-out time of one of the time-stamped media data packets by adding a time, which is a timestamp included in the one of the time-stamped media data packets, and the play-out time offset; and

a play-out unit configured to play-out the one of the time-stamped media data packets when the determined common play-out time of the one of the time-stamped media data packets is reached, wherein

the receiving unit is configured to receive the play-out time offset, which is based, in part, on the statistical variation.

38. (Currently Amended) The media sink according to claim 37, further comprising:
a conversion unit configured to convert the time, which is defined in the time units of [[a]] said sample clock time, into a time defined in the time units of the global wallclock time, based on ~~data of~~ the two control packet timestamps, ~~wherein the receiving unit is configured to receive a control packet containing the two control packet timestamps, one of the control packet timestamps being a certain moment in time defined in the time units of the sample clock time, and another of the control packet timestamps being the certain moment in time defined in the time units of the global wallclock time.~~

39. (Previously Presented) The media sink according to claim 37, further comprising:
a buffer configured to store the time-stamped media data packets until said common play-out time is reached.

40. (Currently Amended) A method, implemented by a media source, for synchronously playing-out media data packets, the method comprising:
determining, once within a session, at the media source, a global wallclock time having a statistical variation;
determining a sample clock time;
sending out, only once within the session, a control packet to one or more receiving media sinks, said control packet including two control packet timestamps, one of the control packet timestamps defining a moment in time in time units of said global wallclock time, another of the control packet timestamps defining the moment in time in time units of said sample clock time;

sending out time-stamped media data packets to said one or more receiving media sinks, ~~one~~ each of the time-stamped media data packets including a timestamp, the timestamp being a time of creation of the ~~one of the~~ time-stamped media data ~~packets~~ packet;

determining, at the media source, a play-out time offset based, in part, on the statistical variation; and

sending out the play-out time offset to said one or more receiving media sinks once for all time-stamped media data packets of ~~[[a]]~~ the session.

41. (Canceled).

42. (Currently Amended) The method according to claim ~~[[41]]~~ 40, wherein, in the sending out the time-stamped media data packets, the timestamp is the time of the creation of the one of the time-stamped media data packets in the time units of said sample clock time.

43. (Previously Presented) The method according to claim 40, wherein the sending out the time-stamped media data packets includes sending out the same time-stamped media data packets to two or more different receiving media sinks.

44. (Previously Presented) The media source according to claim 33, wherein the determining unit is configured to determine the play-out time offset, which is a basis for determining, for the one of the time-stamped media data packets, a play-out time for playing out content included in the one of the time-stamped media data packets at said one or more receiving media sinks, said play-out time being determined based on adding the play-out time offset to the time of the creation of the one of the time-stamped media data packets.

45. (Currently Amended) The media source according to claim 33, wherein
the sending unit is configured to send out the time-stamped media data packets, ~~the~~
~~one each~~ of the time-stamped media data packets including media data;[[,]] and
~~the determining unit is configured to determine the play-out time offset, based on at~~
~~least one of a transmission time for the sending unit to send out the one of the time-stamped~~
~~media data packets, a decoding time for the one of the time-stamped media data packets, a~~
~~size of a buffer of one of said one or more receiving media sinks, and a variation time in a~~
~~global wallclock time of the media source, the global wallclock time [[being]] is provided to~~
the media source and said one or more receiving media sinks.

46. (Currently Amended) The media source according to claim [[34]] 33, wherein
the sample clock time corresponds to media data included in ~~the one of the~~
time-stamped media data packets;[[,]] and
the global wallclock time is provided to the media source and said one or more
receiving media sinks.

47. (Currently Amended) The media sink according to claim 37, wherein ~~the one of~~
the time-stamped media data packets ~~includes~~ include media data, ~~and the play-out time~~
~~offset is based on at least one of a transmission time for sending the one of the time-stamped~~
~~media data packets, a decoding time for the one of the time-stamped media data packets, a~~
~~size of a buffer of the media sink, and a variation time in the global wallclock time of the~~
media source.

48. (Currently Amended) The media sink according to claim 38, wherein the sample clock time corresponds to media data included in ~~the one of~~ the time-stamped media data packets.

49. (Currently Amended) The method according to claim 40, further comprising:
~~wherein, in the determining, the play-out time offset is a basis for determining, for the one of~~ the time-stamped media data packets, a play-out time for playing out content included in ~~the one of~~ the time-stamped media data packets at said one or more receiving media sinks, the play-out time being determined based on adding the play-out time offset to the time of the creation of ~~the one of~~ the respective time-stamped media data packets.

50. (Currently Amended) The method according to claim 40, wherein [[,]]
in the sending out the time-stamped media data packets step, ~~the one of the time-~~
stamped media data packets includes include media data;[[,]] and
~~in the determining, the play-out time offset is determined based on at least one of a transmission time for sending out the one of the time-stamped media data packets, a decoding time for the one of the time-stamped media data packets, a size of a buffer of one of said one or more receiving media sinks, and a variation time in a global wallclock time associated with the processor,~~ the global wallclock time [[being]] is provided to the processor and said one or more receiving media sinks.

51. (Currently Amended) The method according to claim [[41]] 40, wherein
in the determining the sample clock time step, the sample clock time corresponds to media data included in ~~the one of~~ the time-stamped media data packets; [[,]] and

in the determining the global wallclock time step, the global wallclock time is provided to the ~~processor~~ media source and said one or more receiving media sinks.

52. (Currently Amended) A system, comprising:

a media source including,

a global clock determination unit configured to determine, once within a session, a global wallclock time having a statistical variation;

a sample clock determination unit configured to determine a sample clock time;

a communications unit configured to send out, only once within the session, a control packet to one or more receiving media sinks, said control packet including two control packet timestamps, one of the control packet timestamps defining a moment in time in time units of said global wallclock time, another of the control packet timestamps defining the moment in time in time units of said sample clock time;

a sending unit configured to send out a time-stamped media data packet to a media sink, the time-stamped media data packet including a timestamp that is a time of creation of the time-stamped media data packet,

an offset determining unit configured to determine a play-out time offset, based, in part, on the statistical variation, and

a transmission unit configured to send out the play-out time offset to the media sink once for all time-stamped media data packets of [[a]] the session,

the media sink including,

a receiving unit configured to receive the time-stamped media data packet and the play-out time offset from the media source, the play-out time offset being received once for all time-stamped media data packets of the session,

a determining unit configured to determine ~~[[a]]~~ the global wallclock time, ~~the global wallclock time being provided to the media source and the media sink,~~

an addition unit configured to determine a common play-out time of the time-stamped media data packet by adding the play-out time offset and the time of the creation of the time-stamped media data packet, and

a play-out unit configured to play-out the time-stamped media data packet when the determined common play-out time of the time-stamped media data packet is reached.

53. (Currently Amended) The system according to Claim 52, wherein the media source includes a sample clock determination unit configured to determine ~~[[a]]~~ the sample clock time, the sample clock time corresponding to media data included in the time-stamped media data packet; ~~and a communications unit configured to send out a control packet to the media sink, said control packet including two control packet timestamps, one of the control packet timestamps defining a moment in time in time units of said global wallclock time, another of the control packet timestamps defining the moment in time in time units of said sample clock time.~~

54. (Previously Presented) The system according to Claim 53, wherein the sending unit is configured such that said timestamp is the time of the creation of the time-stamped media data packet in the time units of said sample clock time.

55. (Currently Amended) A method, implemented by a media source and one or more receiving media sinks, the method comprising:

determining, once within a session, at the media source, a global wallclock time having a statistical variation;

determining a sample clock time;

sending out, only once within the session, from the media source, a control packet to the one or more receiving media sinks, said control packet including two control packet timestamps, one of the control packet timestamps defining a moment in time in time units of said global wallclock time, another of the control packet timestamps defining the moment in time in time units of said sample clock time;

sending out a time-stamped media data packet to ~~[[a]]~~ the one or more receiving media sink sinks, the time-stamped media data packet including a timestamp that is a time of creation of the time-stamped media data packet;

determining, using a processor of the media source, a play-out time offset based, in part, on the statistical variation;

sending out the play-out time offset once for all time-stamped media data packets of ~~[[a]]~~ the session;

receiving the time-stamped media data packet and the play-out time offset, the play-out time offset being received once for all time-stamped media data packets of the session;

~~determining a global wallclock time, the global wallclock time being provided to the processor and~~ at the one or more receiving media sink sinks;

determining a common play-out time of the time-stamped media data packet by adding the play-out time offset and the time of the creation of the time-stamped media data packet; and

playing the time-stamped media data packet when the determined common play-out time of the time-stamped media data packet is reached.

56. (New) The media source according to claim 33, wherein the play-out time offset is used at the one or more receiving media sinks as a basis for determining, for each of the media data packets, a common play-out time based on the global wallclock time, the common play-out time of a certain media data packet being used for playing out the certain media data packet at the common play-out time at each of the one or more media sinks, the global wallclock time being determined at each of the one or more receiving media sinks with a second statistical variation, the second random variation being smaller than the first statistical variation.

57. (New) The media source according to claim 33, wherein
the global clock determination unit is configured to determine the global wallclock time from a baseband clock conforming to an IEEE 802.15.1 standard; and
the communications unit is configured to send out the control packet including the two control packet timestamps, the one of the control packet timestamps defining the moment in time in time units of the baseband clock conforming to the IEEE 802.15.1 standard.